

# FunG - Biomechanical Models in Modern C++

Lars Lubkoll

## Yuan-Cheng Fung

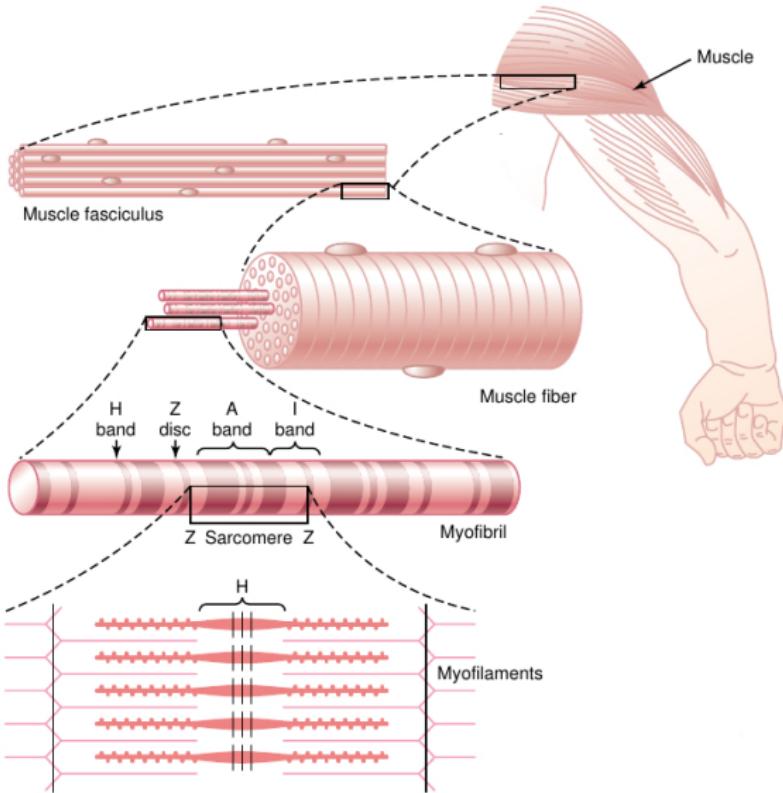
- Founder of “Modern” Biomechanics



## Yuan-Cheng Fung

- Founder of “Modern” Biomechanics
- Fung’s law:  $\frac{\partial \sigma}{\partial C} = a\sigma$





## Half a model for muscle tissue

$$\begin{aligned}W(F) &= c [\exp(b(\bar{\iota}_1(C) - 3)) - 1] \\&\quad + d [\exp(a(\bar{\iota}_6(C, M) - 1)^2) - 1] \\ \bar{\iota}_1 &= \text{tr}(C) \det(C)^{-1/3}, \quad C = F^T F \\ \bar{\iota}_6 &= \text{tr}(CM^2) \det(C)^{-1/3}\end{aligned}$$

$F$  : deformation gradient

$M$  : structural tensor

## Half a model for muscle tissue

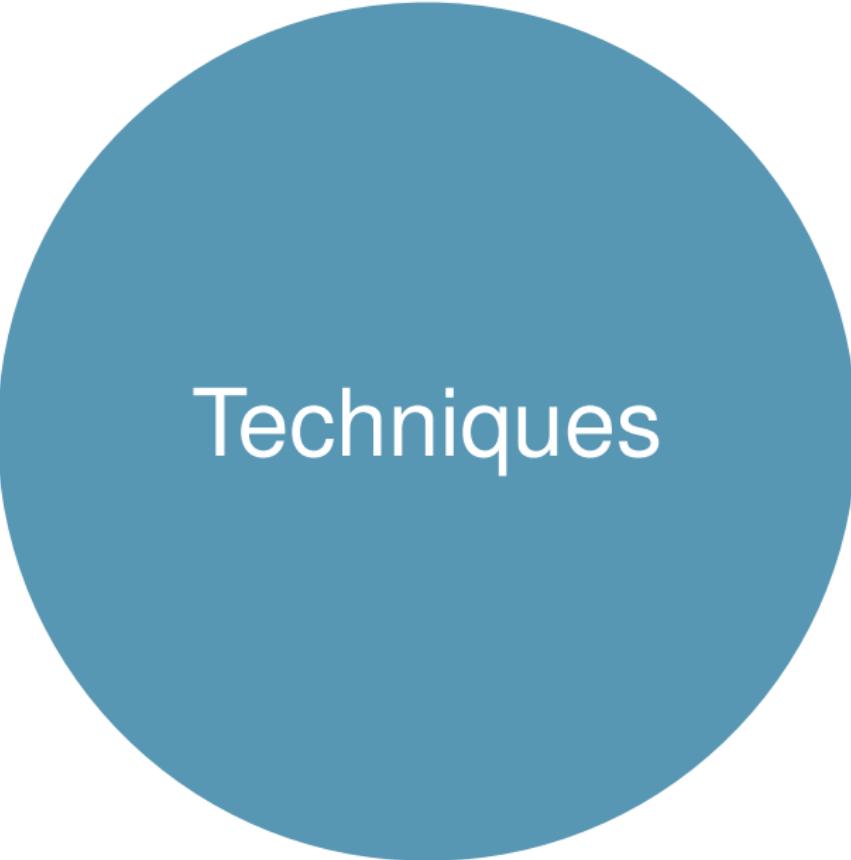
```
auto model = c*( exp(b*(mi1(F)-3)) - 1 )
              + d*( exp(a*(mi6(F,M)-1)^2) - 1 );
auto W = finalize( model(strainTensor(F)) );
```

F: deformation gradient

M: structural tensor

## Usage (given matrices, F, dFi):

```
// set function argument  
W.update(F);  
  
// access function value and derivatives  
auto value = W(); // or W.d0()  
auto df1   = W.d1(dF0);  
auto df2   = W.d2(dF0, dF1);  
auto df3   = W.d3(dF0, dF1, dF2);
```



Techniques

# Expression Templates + Operator Overloading

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- template programming (almost) without templates

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- template programming (almost) without templates
- enhance inlining capabilities

```
template <class Arg, int n = dim<Arg>()>
auto mil(const Arg& x)
{
    return i1(x) * pow<-1, n>( det(x) );
}
```

# Generic Programming

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- no types:  
→ `auto`, `decltype`, `std::declval`
- (relaxed) vector space structure for user-defined types
- SFINAE-adjustments for Armadillo, Eigen,  
`Dune::FieldMatrix`

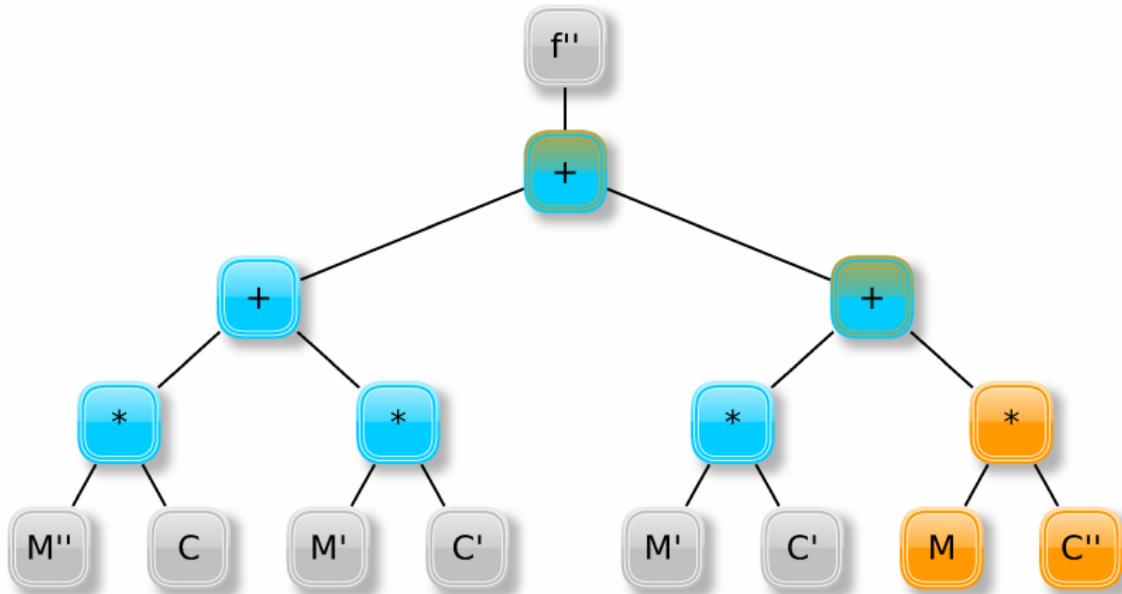


Optimization

A close-up photograph of a man's face and hand holding a small glass of whisky. The word "Caching" is overlaid in white text on the glass.

Caching

Elimination of zeros ( $\iota_4(F^T F, M) = \text{tr}(f)$ ,  $f = F^T F M$ )



Speak with the compiler:

Weg wird bei Schnee - u. Eisglätte

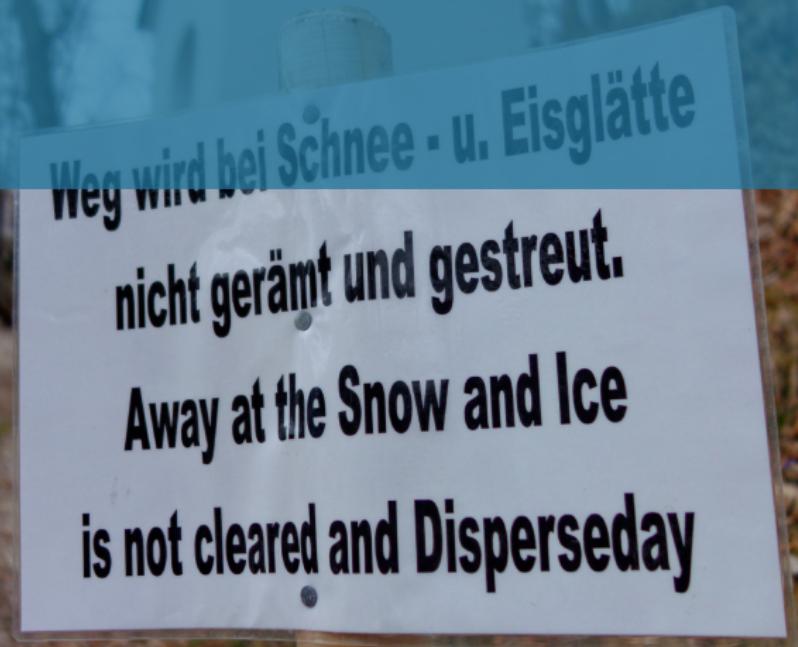
nicht geräumt und gestreut.

Away at the Snow and Ice

is not cleared and Dispersed

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- max-inline-innsns-auto = 5000



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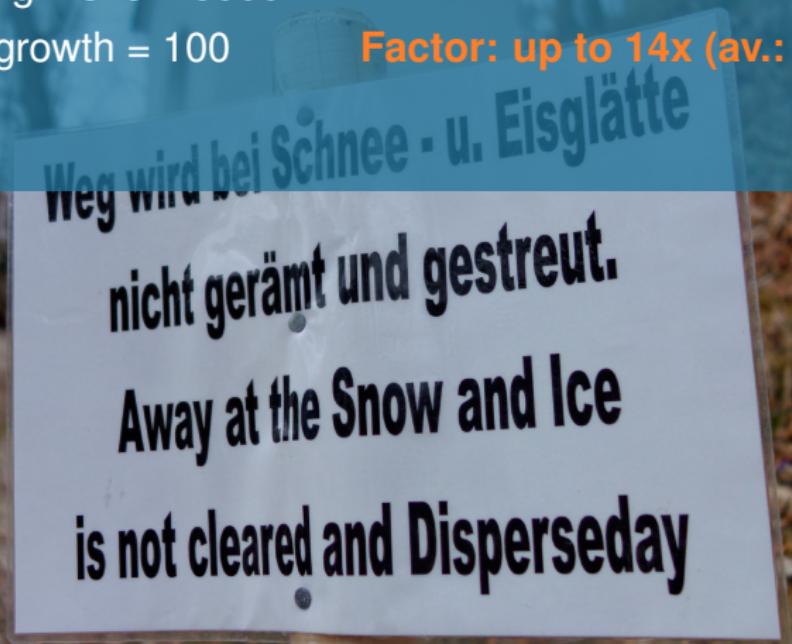
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Speak with the compiler:

- max-inline-insns-auto = 5000
- early-inlining-insns = 5000
- inline-unit-growth = 100  
**2.5x)**

**Factor: up to 14x (av.:**

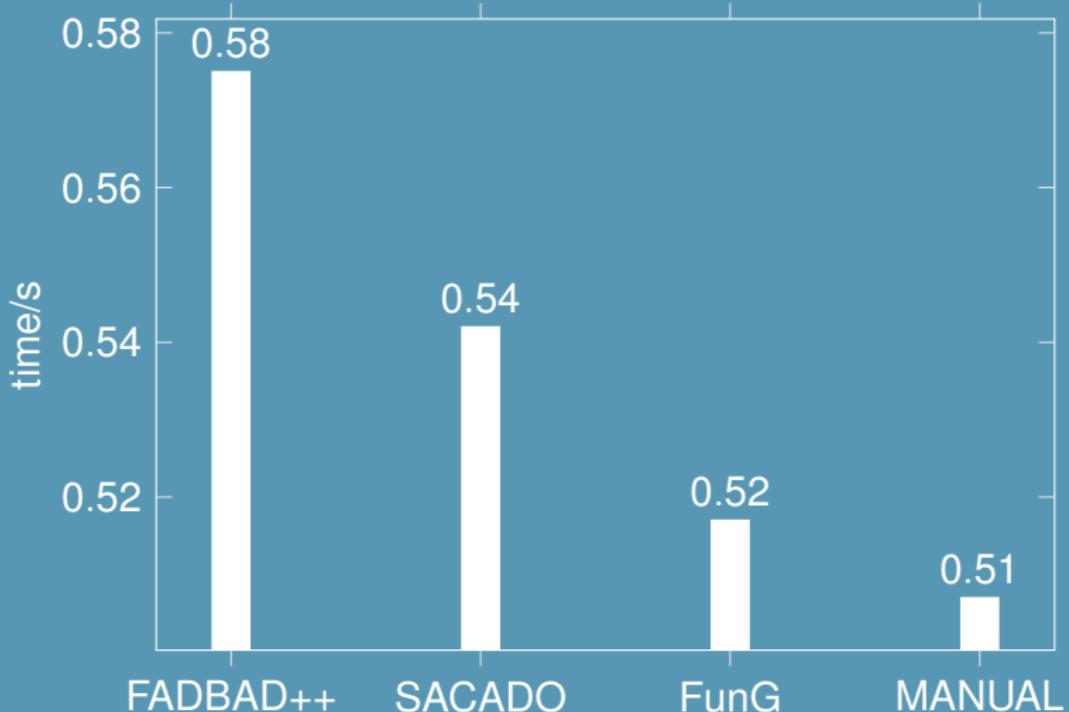




Performance

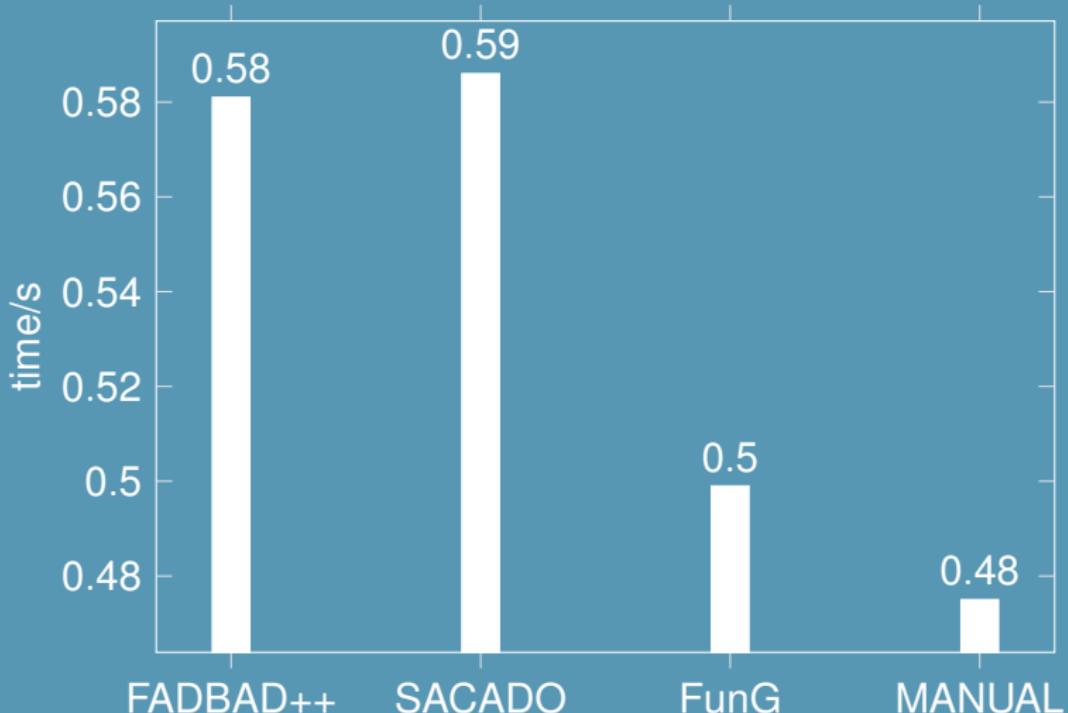
# Comparison with AD libraries

$$f(x) = x^{3/2} + \sin(\sqrt{x}) \quad (10^7 \text{ eval.})$$



## Comparison with AD libraries

$$f(x, y, z) = (y + z)\sqrt{x} + \sin(\sqrt{x}) \quad (10^7 \text{ eval.})$$



# Reliability

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- unit and integration tests

## Reliability

- unit and integration tests
- compile-time concept checks

**Interested?** <http://lubkoll.github.io/FunG>

**Contact:** [lars.lubkoll@posteo.de](mailto:lars.lubkoll@posteo.de)

## Half a model for muscle tissue

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